

Marked-Up Copy of Claim 1

1. (Amended) A method of creating a graphical human-machine interface, comprising the steps of:

(a) providing a computer using a first operating system;

(b) providing a portable computing device in communication with the computer, the portable computing device using a second operating system that is less capable than the first operating system;

(c) generating on the computer a software object that provides a graphical human-machine interface [operable] when operating on the portable computing device; and

(d) transferring the software object [graphical human-machine interface] from the computer to the portable computing device.

Marked-Up Copy of Claim 2

- (2. (Amended) The method of claim 1 further comprising, after step (c), the step of
simulating on the computer the operation of the software object [graphical human-
machine interface] on the portable computing device.

Marked-Up Copy of Claim 3

3. (Amended) The method of claim 1 further comprising the steps of:

(e) operating the software object to provide the graphical human-machine
interface on the portable computing device; and

(f) transmitting information between the computer and the portable computing
device [information related to the operation of the graphical human-machine
interface].

Marked-Up Copy of Claim 4

4. (Amended) The method of claim 1 wherein the graphical [the] human-machine interface is adapted to control at least one process parameter.

Marked-Up Copy of Claim 5

5. (Amended) The method of claim 1 wherein step (c) comprises generating on the computer [a] the software object which is processor-independent [graphical human-machine interface operable on the portable computing device, the graphical human-machine interface comprising a processor-independent graphical human-machine interface object]; and wherein step (c) further comprises [a provided] providing a run-time engine specific to a selected processor present on the portable computing device.

Marked-Up Copy of Claim 8

8. (Amended) A computer program recorded on a machine-readable medium,
comprising:

- (a) a module that operates on a computer to allow a user of the computer to generate a software object that provides a graphical human-machine interface [that is operable] when operating on a portable computing device, the computer [uses] using a first operating system and the portable computing device [uses] using a second operating system having less capability than the first operating system;
- (b) a module that operates on the computer to simulate the operation of the software object [graphical human-machine interface] on the portable computing device, and
- (c) a module that operates on the computer to transfer[,] the software object from the computer to the portable computing device[, the graphical human-machine interface].

Marked-Up Copy of Claim 11

11. (Amended) The computer program of claim 8 wherein the software object
[graphical human-machine interface] comprises a processor-independent
graphical human-machine interface object and a run-time engine specific to a
selected processor.

Marked-Up Copy of Claim 14

14. (Amended) A method of controlling a process, comprising the steps of:

- (a) providing a computer using a first operating system;
- (b) providing a portable computing device in communication with the computer, the portable computing device using a second operating system that is less capable than the first operating system;
- (c) providing a software object that provides a graphical human-machine interface [operable] when operating on the portable computing device, the software object [graphical human-machine interface] generated on the computer;
- (d) operating the software object on the portable computing device to provide the graphical human-machine interface on the portable computing device; and
- (e) exchanging information between the computer and the portable computing device, so as to control at least one parameter of a process.

Marked-Up Copy of Claim 15

15. (Amended) The method of claim 14 wherein step (d) comprises operating the [graphical human-machine interface] software object on the portable computing device to display both graphical information and alphanumeric information.